

**Amendments to the Claims:**

This listing replaces all prior listings of the claims in this case.

**Listing of Claims**

1. (Currently amended) A method of portably handling entertainment media comprising:

storing the entertainment media in a memory of a portable digital storage module  
~~without any instruction that limits a usage of the entertainment media;~~ and  
~~either before the storing the entertainment media step begins or after the storing the~~  
entertainment media step is completed, storing access instructions in the memory  
defining a prescribed authorized usage of the entertainment media.

2. (Currently amended) The method of claim 1, wherein the storing the entertainment media step ~~is characterized by further comprises~~ transferring a copy of the entertainment media from a purchase center into the memory of the portable digital storage module.

3. (Previously presented) The method of claim 2, wherein the storing the entertainment media step further comprises downloading the entertainment media from a remotely located database.

4. (Previously presented) The method of claim 1 and further comprising repeating the storing the entertainment media step to store two or more entertainment media into the memory of the portable digital storage module.

5. (Previously presented) The method of claim 37 wherein the retrieving step is characterized by the digital format player device including at least one of a notebook computer, a personal movie player, and a seatback-mounted movie viewer.

6. (Canceled)

7. (Canceled)

8. (Previously presented) The method of claim 1 wherein the storing step is performed in a broadband frequency format.

9. (Currently amended) A portable digital storage module comprising:  
an enclosure that is removably connectable to a digital format player device in a data  
transfer relationship;  
a memory in the enclosure configured for storing and retrieving data; and  
a controller in the enclosure executing instructions stored in the memory to store  
~~entertainment media in the memory without any instruction that limits a usage of  
the entertainment media, to store access instructions separately in time from the  
entertainment media in the memory such that the access instructions are not  
embedded in the entertainment media, the access instructions defining prescribed  
authorized usage conditions for playback of the entertainment media via the  
digital format player, and to enforce the access instructions in response to the  
digital storage module receiving a request to playback the entertainment media.~~

10. (Previously presented) The module of claim 9 comprising a communication  
interface subject to the controller in transferring data from the memory to the digital format  
player device.

11. (Previously presented) The module of claim 9 wherein the memory is  
characterized as an atomic resolution storage device comprising:  
a field emitter fabricated by semiconductor microfabrication techniques capable of  
generating an electron beam current; and  
a storage medium in proximity to the field emitter and having a storage area in one of  
a plurality of states to represent the information stored in the storage area.

12. (Original) The module of claim 11, wherein an effect is generated when the electron beam current bombards the storage area, wherein the magnitude of the effect depends upon the state of the storage area, and wherein the information stored in a storage area is read by measuring the magnitude of the effect.

13. (Previously presented) The module of claim 11, and further comprising:  
a plurality of storage areas on the storage medium, each storage area in one of a plurality of states to represent information stored in the storage area; and  
a microfabricated mover in the storage device to position different storage areas to be bombarded by the electron beam current.

14. (Previously presented) The module of claim 13, and further comprising:  
a plurality of field emitters, each emitter fabricated by semiconductor microfabrication techniques capable of generating an electron beam current, the plurality of field emitters being spaced apart, with each emitter being responsible for a number of storage areas on the storage medium; and  
such that a plurality of the field emitters work in parallel to increase the data rate of the storage device.

15. (Previously presented) The module of claim 9 wherein the memory is configured for subsequently storing data where different data was previously stored.

16. (Currently amended) A portable digital media handling system comprising a purchase system that receivingly engages a portable digital storage module in a data transfer relationship, operably stores a user-selected entertainment media to the portable digital storage module according to a selected one of a plurality of different data communication formats, stores access instructions defining prescribed usage rights for playback of the user-selected entertainment media via the portable digital storage module by a non-preformatted ~~common consumer industry~~ digital format player device that is ~~non-preformatted~~ in relation to respecting playback limitations set forth by the usage rights and employs the selected data communication format.

17. (Currently amended) The system of claim 16 wherein the non-preformatted digital format player device is at least one of a notebook computer, a seatback mounted movie viewer, and a personal portable playback device.

18. (Previously presented) The system of claim 16 wherein the purchase system makes a copy of the user-selected entertainment media from a database of entertainment media and transfers the copy to the portable digital storage module via a point-of-purchase module.

19. (Previously presented) The method of claim 1 wherein the storing access instructions step is characterized by granting permission to playback the entertainment media a finite number of times.

20. (Previously presented) The method of claim 1 wherein the storing access instructions step is characterized by granting permission to playback the entertainment media within a finite period of time.

21. (Canceled)

22. (Previously presented) The method of claim 1 wherein the storing the entertainment media step is characterized by storing the entertainment media to an atomic resolution storage device.

23. (Previously presented) The method of claim 1 wherein the storing the entertainment media step is characterized by storing the entertainment media to a disc drive storage device.

24. (Previously presented) The method of claim 1 wherein the storing the entertainment media step is characterized by the entertainment media comprising audio data.

25. (Currently amended) The method of claim 24 wherein the storing the entertainment media step is characterized by the entertainment media comprising video data.

26. (Previously presented) The method of claim 1 wherein the storing the access instructions step is characterized by a predetermined association between a user-selected

purchase price for the entertainment media and the corresponding prescribed authorized usage.

27. (Canceled)

28. (Previously presented) The portable digital storage module of claim 9 wherein the memory and the controller are contained in a disc drive data storage device.

29. (Previously presented) The system of claim 18 wherein the database comprises a cable/satellite television network.

30. (Previously presented) The system of claim 18 wherein the point-of-purchase module comprises a cable/satellite television receiver.

31. (Previously presented) The system of claim 16 wherein the purchase system is characterized by the portable digital storage module comprising a disc drive data storage device.

32. (Previously presented) The method of claim 1 wherein the storing access instructions step is characterized by automatically deleting the entertainment media from the memory according to the prescribed authorized usage.

33. (Canceled)

34. (Canceled)

35. (Canceled)

36. (Canceled)

37. (Previously presented) The method of claim 1 further comprising retrieving the entertainment media from the memory of the portable digital storage module with a digital format player device in accordance with permission granted by the access instructions.

38. (Previously presented) The method of claim 26 characterized by the user-selected purchase price being determined by a user's input to a point of purchase system, wherein the entertainment media resides in the memory of the digital storage module prior to the user's input.